

GAME BOY ADVANCE

AGB-BZPE-USA

DR. MARIO[®]

4M4

PUZZLE
LEAGUE

INSTRUCTION BOOKLET

PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES

WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions
Altered vision

Eye or muscle twitching
Involuntary movements

Loss of awareness
Disorientation

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

WARNING - Repetitive Motion Injuries and Eyestrain

Playing video games can make your muscles, joints, skin or eyes hurt after a few hours. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms or eyes become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms or eyes during or after play, stop playing and see a doctor.

WARNING - Battery Leakage

Leakage of battery acid can cause personal injury as well as damage to your Game Boy. If battery leakage occurs, thoroughly wash the affected skin and clothes. Keep battery acid away from your eyes and mouth. Leaking batteries may make popping sounds.

To avoid battery leakage:

- Do not mix used and new batteries (replace all batteries at the same time).
- Do not mix alkaline and carbon zinc batteries.
- Do not mix different brands of batteries.
- Do not use nickel cadmium batteries.
- Do not leave used batteries in the Game Boy. When the batteries are losing their charge, the power light may become dim, the game sounds may become weak, or the display screen may be blank. When this happens, promptly replace all used batteries with new batteries.
- Do not leave batteries in the Game Boy or accessory for long periods of non-use.
- Do not leave the power switch on after the batteries have lost their charge. When you finish using the Game Boy, always slide the power switch OFF.
- Do not recharge the batteries.
- Do not put the batteries in backwards. Make sure that the positive (+) and negative (-) ends are facing in the correct directions. Insert the negative end first. When removing batteries, remove the positive end first.
- Do not dispose of batteries in a fire.

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Nintendo does not license the sale or use of products without the Official Nintendo Seal.



THIS GAME PAK WILL WORK ONLY WITH THE GAME BOY® ADVANCE OR NINTENDO DS™ VIDEO GAME SYSTEMS.



THIS GAME PAK INCLUDES A MULTIPLAYER MODE WHICH REQUIRES A GAME BOY® ADVANCE GAME LINK® CABLE.

NEED HELP PLAYING A GAME?

Nintendo's game pages, at www.nintendo.com/games, feature walkthroughs, frequently-asked questions, and codes for many of our games. If your answer isn't there, check out our forums where you can exchange tips with other gamers online.

For more information about our forums, visit
www.nintendo.com/community.

If you prefer to use your phone, recorded tips for some of our hottest games are available on our Power Line at **(425) 885-7529**. This may be a long-distance call, so please ask permission from whoever pays the phone bill.



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A Note About Saving

This game saves your scores automatically. To delete Dr. Mario data, choose Delete in the Options screen. To delete Puzzle League data, press SELECT + the A Button in the High Scores Screen.

Getting Started

Insert the Game Pak into the Game Boy Advance and turn the power ON.

Title Screen

To begin, press START on the Title Screen, then use the + Control Pad to select either Dr. Mario or Puzzle League. When you're ready, press START or the A Button to confirm.



Dr. Mario

Pg. 7

Eliminate viruses by rotating and connecting the vitamin capsules! This is a classic Nintendo puzzle game!



Puzzle League

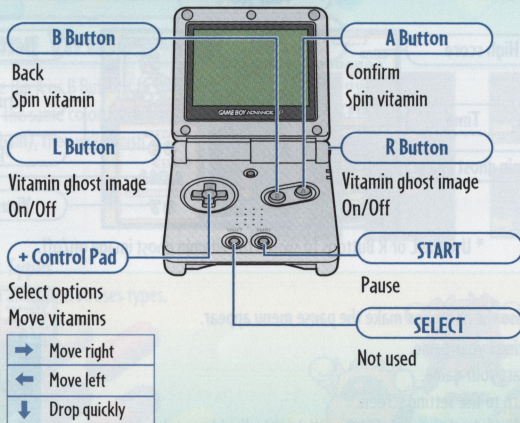
Pg. 17

Once you start playing this addictive game, you can't stop! Go ahead...try! We dare you!



Dr. Mario Controls

The basic controls for Dr. Mario.



* Press **START + SELECT + A Button + B Button** to reset the game and return to the Dr. Mario Title Screen.

When using a Nintendo DS, Game Boy Advance, or Game Boy Micro, refer to each system's instruction booklet for additional information.

The Game Screen

Vitamin capsules are thrown into the bottle.



* Use the L or R Buttons to switch the vitamin ghost image on/off.

Pause Menu

Press START to pause the game and make the pause menu appear.

Go On Continue your game.

Retry Restart your game.

Quit Return to the Setting screen.

Sleep In this mode, the power remains ON, but the liquid crystal display turns off.

Use it to save your batteries. To exit Sleep Mode, press SELECT + L Button + R Button.

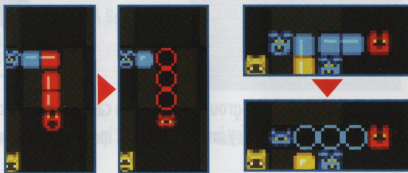


Basic Rules

Clear levels by building chains of similarly-colored vitamins and viruses. Once you get rid of all the viruses, you win!

Eliminating Viruses

As vitamins drop, use the A or B Buttons to spin them. If you match four of the same color capsules/viruses in a row (known as a chain), they will vanish.



Vitamin and Virus Types

There are six vitamin and three viruses types.



Vitamins



Viruses

Combos and Chains

When you eliminate a chain, you may cause other vitamins to fall. If this vitamin causes another chain, it creates a combo!



Combos aren't limited to groups of two. You can make combos of three, four, or even more! This is a very important tactic in a multiplayer game (see pg. 15).



Game Over

If a bottle fills all the way to the top, your game will end. If you choose Retry, you will restart the same game. If you chose Quit, you will return to the Setting screen (see pg. 12).



Starting a Game

Press START or the A Button to go to the Mode Select screen.

Mode Select

Choose a mode using Up or Down on the + Control Pad and press the A Button to confirm.



1P
There are three single-player games: Classic, Vs. CPU, and Flash. See pg. 13 for more details.

2P VS.
Play with another person by using a Game Boy Advance Game Link cable. See pg. 15 for more details.

OPTIONS
Change the game settings, check scores, or review the rules.

RECORDS	View in-game records	RULES	View rules and useful techniques
DELETE	Delete saved data	OTHER	View additional game options

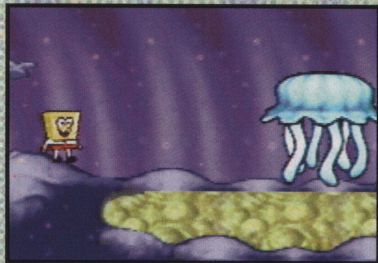


LEVEL 2: ZUM MITTELPUNKT DER ERDE

Nachdem Meerjungfraumann und Blaubarschbube nun gesättigt sind, steht ihnen der Sinn nach ein paar Schönheitsprodukten.

In diesem Abenteuer muss sich SpongeBob seinen Weg durch die Höhlencanyons, den Thermaltunnel und das Lavafeld suchen, um so Seetangcreme, Schlamppackungen und falsche Zähne zu besorgen.

Am Ende dieses Levels muss SpongeBob noch den Roboterhai, eine von Planktons Erfindungen, besiegen. Er wird dich in den Lavafeldern erwarten.



LEVEL 3: BIKINI BOTTOM VOR SEHR LANGER ZEIT

In diesem Level benutzt SpongeBob Planktons Zeitmaschine, um für Meerjungfraumann und Blaubarschbube neue Uniformen im Dinozeitalter zu finden. Suche in verlassenen Canyons, trostlosen Steppen, Seetangdschungeln oder im Bauch des Wals, um ein paar Superhelden-Unterhosen, Seesternmasken und andere Bekleidungsstücke zu finden. Aber sei vorsichtig. Im Bauch des Wals musst du gegen einen gefährlichen Wurm kämpfen! Schluck!!



LEVEL 4: ROCK BOTTOM

Blaubarschbube möchte gerne einen Seetangriegel. Doch gibt es nur ein Gebiet, wo man diese seltene Leckerei findet - im Randgebiet von Rock Bottom. SpongeBob muss die Straße in Richtung Rock Bottom hinunterlaufen, vorbei an einsamen Seelen, dem Friedhof und dem letzten Stopp, um den leckeren Seetangriegel zu finden. Wird er es jemals schaffen? Der Endgegner in diesem Level ist kein Geringerer als der Fliegende Holländer, der Bikini Bottom schon seit Jahren in Angst und Schrecken versetzt! Aber was macht man nicht alles für seine Superhelden!



LEVEL 5: INDUSTRIEGEBIET

SpongeBob ist zurück und muss feststellen, dass Blaubarschbubes Fernseher kaputt ist. Und wenn SpongeBob ihn nicht schnell genug reparieren kann, wird Blaubarschbube seine Lieblingszeichentrickserien nicht sehen können. Führe SpongeBob durch die Quallenfelder, die Bohrinsel und die Thunfischkonservenfabrik, um einen Schraubenschlüssel, eine Fernsehantenne, einen Hammer und eine Ölkanne zu finden. Der Endgegner in diesem Level ist der eiserne Hundefisch. Viel Glück, SpongeBob!

GEGENSTÄNDE



BALLON

Manchmal findest du Gegenstände, an die SpongeBob mit einem normalen Sprung nicht herankommt. Benutze in solchen Fällen Ballons, denn mit ihnen kann SpongeBob höher springen und länger in der Luft bleiben.



SEIFENBLASEN-STAB

Diesen benutzt SpongeBob, um Luftblasen zu erzeugen. Drücke die R-Taste, um eine Luftblase zu erzeugen.



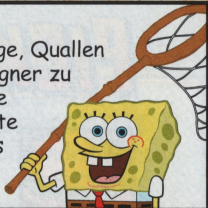
QUALLENWERFER

Der Quallenwerfer ist die verbesserte Version des Quallennetzes. Drücke den B-Knopf, um Quallen auf deine Gegner zu feuern.



Quallennetz

Mit dem Quallennetz ist SpongeBob in der Lage, Quallen einzufangen und sie anschließend auf seine Gegner zu schleudern. Wenn sich eine Qualle in der Nähe befindet, kannst du durch Drücken der R-Taste diese Qualle einfangen und durch Drücken des B-Knopfes auf deine Gegner schleudern. SpongeBob kann bis zu 10 Quallen gleichzeitig in seinem Netz aufbewahren.



KORALLENWERFER

Der Korallenwerfer ähnelt ebenfalls dem Quallennetz. Mit ihm kann man Muscheln und Korallen aufsammeln und anschließend auf seine Gegner schießen. Drücke und halte die R-Taste, um den Korallenwerfer zu aktivieren. Wenn sich Muscheln in der Nähe befinden, werden sie so angesaugt. Lasse die R-Taste wieder los, um das Gerät wieder auszuschalten.

PICK-UPS UND POWER-UPS



HAMBURGER

Machen SpongeBob wieder völlig gesund.



SALZIGE POMMES

Bringen SpongeBob 25% seiner Gesundheit zurück.



UNTERHOSEN

Hebe dieses Pick-up immer auf, wenn du es siehst. Es verleiht SpongeBob einen zusätzlichen Versuch.



SALZIGE SHAKES

Bringen SpongeBob 50% seiner Gesundheit zurück.



GOLDENER PFANNENWENDER

Durch das Einsammeln von 50 Pfannenwendern bekommst du einen zusätzlichen Versuch.

AUFGABEN- GEGENSTÄNDE

Diese funkelnden Gegenstände findest du am Ende eines jeden Levels.



SEIFENBLASENMIXTUR/ QUALLENKONFITÜRE

Damit der Quallenwerfer und der Seifenblasenstab funktionieren, brauchst du ein wenig Zubehör. Sammle diese Pick-ups auf, damit dir die Feuerkraft nicht ausgeht.



Eliminating Garbage

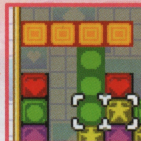
Garbage transfers if you eliminate adjoining blocks.

* If the same types of garbage are next to each other, both will turn into normal blocks when one is eliminated.

* Multiple stacks of garbage must be changed from the bottom up.



Garbage falls...



If the green block that touches the garbage vanishes...



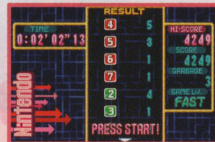
The garbage turns into normal blocks!

Game Over

If blocks fill the entire screen, the game will end.

If you eliminate more than four blocks at the same time, you have made a chain!

When a game ends, the result screen will show how many combos and chains you made. Press START or the A Button to return to the Setting screen (pg. 24).

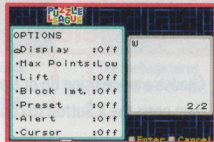


High Scores

Where to view your scores. Press SELECT + A Button on this screen to erase your scores.

Options

When to change game settings. Choose a category using Up or Down on the + Control Pad, and select it by using Left or Right on the + Control Pad.



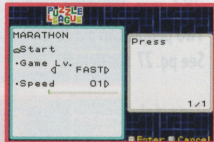
Link

Send a demo version of Puzzle League to a friend with the GBA Game Link cable. See pg. 31 for more details.

Setting Screen

The setting screen appears before each new game. Choose a category using Up or Down on the + Control Pad, select it by using Left or Right on the + Control Pad, then choose Start and press the A Button.

*You'll see different categories depending on the game you play.

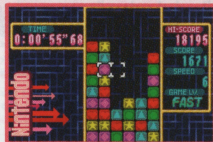


1P Mode

There are six games in 1P mode.

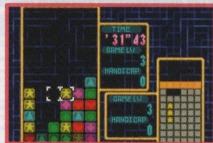
Marathon

Score as many points as you can. The longer you go, the faster things get!



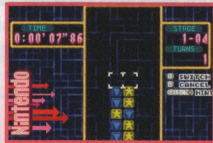
Vs. CPU

Play against the CPU.



Timed

Get the highest score in the time allowed! The game ends when blocks reach the top.



Line

Reach the clear line to complete a stage.

Clear Line

Garbage

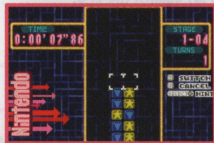
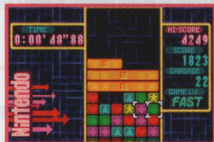
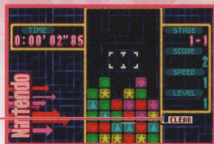
Play until the blocks reach the top. As you progress, the amount of garbage (pg. 21) will increase.

Puzzle

Clear every block in a certain number of moves.

* Pressing SELECT gives you a hint, but you'll suffer a five-minute time penalty.

* Use the B Button to take back the previous move.

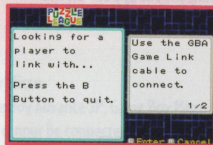


Link Play

See pgs. 29-30 for details on using a GBA Game Link cable for a Multi-Pak game.

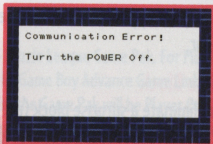
Playing a Link Play Game

Once you and your friend connect your GBAs, go to the mode select screen and choose 2P Game. (You can also choose 1P game, if you like.) Adjust the game settings and begin!



Error

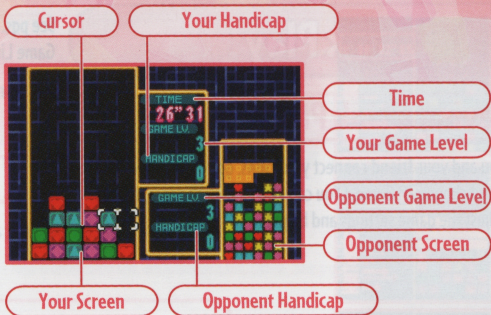
If the link fails, check the power and cable connections on all systems.



2P Vs.

Opponent moves appear on the lower right-hand side of the screen.

*Displays may change from game to game.

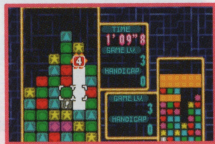


Attack

If you eliminate two or more rows or columns at once, garbage will fall down on your opponent's screen. The amount depends on the amount you clear.

Surprise Block

If you eliminate a surprise block (pg. 19), you'll send a special garbage block to your opponent. It's harder to eliminate this type of block than a normal garbage block!



Connecting the Game Boy Advance

With Link Play, two player can use a GBA Game Link cable to link up and play Dr. Mario or Puzzle League. To do so, you'll need the following equipment:

* Note that you cannot use a GBA Game Link cable with a Nintendo DS.

When NOT using a Game Boy Micro

- Game Boy Advance, Game Boy Advance SP, Game Boy Player (with a Nintendo GameCube Controller)
- Dr. Mario & Puzzle League Game Pak(s)
 - For a Multi-Pak game 2
 - For a Single-Pak game 1
- Game Boy Advance Game Link cable - 1

When using a Game Boy Micro

- Game Boy Advance, Game Boy Advance SP, Game Boy Micro (note that the Game Boy Micro cannot be connected to a Game Boy Player)
- Dr. Mario & Puzzle League Game Pak(s)
 - For a Multi-Pak game 2
 - For a Single-Pak game 1
- Game Boy Micro Game Link cable 1

Game Boy Micro Game Connectors must be equal to the number of Game Boy Advance or Game Boy Advance SP systems.

Connecting

1. Make sure that the power is turned OFF for all systems before inserting the Dr. Mario & Puzzle League Game Pak. For Multi-Pak gameplay, insert a Pak into both systems. (The system plugged into the purple end of the Game Boy Advance Game Link cable will be Player One.) For Single-Pak gameplay, insert a Pak into one system. (The system with the Game Pak will be Player One.)
2. Insert the GBA Game Link cable into the Expansion Port of both systems. Refer to the examples on the next page if you need help.
3. Turn the power ON for all systems.

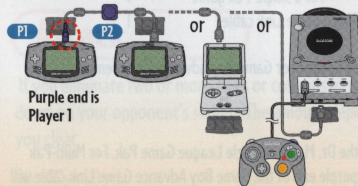
Troubleshooting

If you're having trouble, the following malfunctions may be occurring:

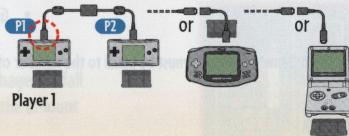
- You are attempting to connect with a cable other than the GBA Game Link cable.
- The GBA Game Link cable is not fully plugged into the correct ports.
- While establishing a link, the GBA Game Link cable was removed.
- You are attempting to make an unworkable connection.
- To play with the Game Boy Player, you need one Nintendo GameCube and one GameCube Controller.

Example of connecting (Multi-Pak play)

Without Game Boy micro



With Game Boy micro



Demos

You can send a friend a demo version of Dr. Mario or Puzzle League.
You cannot do link play with a demo version.

Sending a Demo Version

Connect with the GBA Game Link cable, then go to the mode select screen.



Receiving a Demo Version

Turn the power ON and wait until you see the Title screen. Once it appears, you can remove the cable and play the game.

* You won't lose the demo version if you enter Sleep Mode. However, it will be lost if you turn the power OFF. Demos cannot be saved.

* If the link fails, check the power and cable connections on all systems.



Notes

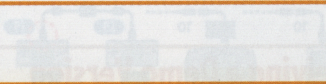
- You are attempting to connect with a cable other than the GBA Game Link cable.
- The GBA Game Link cable is not fully plugged into the correct ports.
- While not plugged in, the GBA Game Link cable was removed.
- You are attempting to connect with a Game Boy Advance.
- To play the demo, you need one Nintendo GameCube and one Game Boy Advance.

Example (Game Boy Advance)

Without Game Boy micro



With Game Boy micro



Turn the power ON and wait until you see the Title Screen. Once it appears, you can remove the cable and play the game.

* If you lose the demo version if you enter sleep mode. However, it will be lost if you turn the power OFF. Demos cannot be saved.

* If the link fails, check the power and cable connections on all systems.

For further information or assistance, please contact:

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avoid damage and resume normal game play. If your game ceases to operate and you

such device causes your game to stop operating, disconnect the device carefully to

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You may need only simple instructions to correct a problem with your product. Try our website at www.nintendo.com or call our Consumer Assistance Hotline at 1-800-255-3700, rather than going to your retailer. Hours of operation are 6 a.m. to 7 p.m., Pacific Time, Monday - Sunday (times subject to change). If the problem cannot be solved with the troubleshooting information available online or over the telephone, you will be offered express factory service through Nintendo. Please do not send any products to Nintendo without contacting us first.

HARDWARE WARRANTY

Nintendo of America Inc. ("Nintendo") warrants to the original purchaser that the hardware product shall be free from defects in material and workmanship for twelve (12) months from the date of purchase. If a defect covered by this warranty occurs during this warranty period, Nintendo will repair or replace the defective hardware product or component, free of charge. The original purchaser is entitled to this warranty only if the date of purchase is registered at point of sale or the consumer can demonstrate, to Nintendo's satisfaction, that the product was purchased within the last 12 months.

GAME & ACCESSORY WARRANTY

Nintendo warrants to the original purchaser that the product (games and accessories) shall be free from defects in material and workmanship for a period of three (3) months from the date of purchase. If a defect covered by this warranty occurs during this three (3) month warranty period, Nintendo will repair or replace the defective product, free of charge.

SERVICE AFTER EXPIRATION OF WARRANTY

Please try our website at www.nintendo.com or call the Consumer Assistance Hotline at 1-800-255-3700 for troubleshooting information and repair or replacement options and pricing. In some instances, it may be necessary for you to ship the complete product, FREIGHT PREPAID AND INSURED FOR LOSS OR DAMAGE, to Nintendo. Please do not send any products to Nintendo without contacting us first.

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